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AMENDMENTS TO THE CLAIMS

1 (withdrawn). A system for playing an interactive sports simulation game comprising:

a broadcast network that transmits said interactive sports simulation game to a plurality of viewers that receive and display said interactive sports simulation game;

a server operative to generate said interactive sports simulation game, said server adapted to permit at least one of said viewers to interact with said interactive sports simulation game by being interactively coupled to said server such that said server can receive transmissions from and send transmissions to said viewer to play said interactive sports simulation game.

2 (withdrawn). The system of claim 1 wherein said game is delayed from being broadcast at the time said game is being played.

3 (withdrawn). The system of claim 1 wherein said interactive sports simulation game is an interactive football sports simulation.

4 (withdrawn). The system of claim 1 wherein said game is a championship game of a tournament.

5 (withdrawn). A system for playing an interactive sports simulation game comprising:

at least one set top box connected to an input device and operative to process signals from said input device and generate a real time signal of said input device and operative to send and receive interactive messages;

a server coupled to said set top box and operative to send and receive said messages, said server operative to generate a broadcast signal containing at least a portion of said interactive sports simulation game, transmit said game to a plurality of viewer's televisions capable of receiving said computer generated game and displaying said computer game to said viewers;

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wherein said server operates to initiate a game and permit said viewers desiring to interact

with said game to play said sports simulation game.

6 (withdrawn). The system of claim 5 wherein said game is delayed from being broadcast at

the time said game is being played.

7 (withdrawn). The system of claim 5 wherein said game is a football sports simulation.

8 (withdrawn). The system of claim 5 wherein said game is a championship game of a

tournament.

9-16 (cancelled).

17 (currently amended). A method of implementing an interactive game between at least

two players and viewed by a least one non-participating viewer in an interactive television broadcast

system comprising:

> launching said interactive game on a video game server connected to said television
>> broadcast system that controls play of said interactive game;
>
> embedding first markup language code in a video broadcast stream, said first markup
>> language code generated by said video game server and broadcast to a first set top
>> box at a specific address in said video broadcast system, said first markup language
>> code comprising a user interface for a first player of said at least two players;
>
> embedding second markup language code in said video broadcast stream, said second
>> markup language code generated by said video game server and broadcast to a
>> second set top box at another specific address in said video broadcast system, said
>> second markup language code comprising a user interface for a second player of said
>> at least two players;
>
> selecting at least one of the first and second players for said interactive game based on at
>> least one player-defined parameter;

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transmitting a game control signal, that is generated in response to an input from said first
  player playing said interactive game, from said first set top box to said video game
  server;

receiving said game control signal at said video game server;

generating video images in said video game server in response to said signal;

inserting said video images into said video broadcast stream; and broadcasting said video
  broadcast stream to a plurality of set top boxes including set top boxes of said at least
  two players and said at least one nonparticipating viewer.

18 (previously presented). The method of claim 17 further comprising:

displaying player controls in a first portion of a screen viewed by said first player and said
  video images in a second portion of said screen using said first markup language
  code.

19 (currently amended). The method of claim 17 wherein said step of embedding first
markup language code further comprises:

  embedding ~~HTML~~ HyperText Markup Language (HTML) code in said video broadcast
stream.

20 (previously presented). The method of claim 17 wherein said step of broadcasting further
comprises:

  combining said video images with second video images and broadcasting combined images
   to said plurality of set top boxes including said at least one set top box associated
   with a non-participating viewer.

21 (previously presented). The method of claim 17 further comprising:

transmitting said game control signal to said second player.

22 (previously presented). The method of claim 20 further comprising:

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altering the display produced by said second set top box in response to said game control

signal.

23 (previously presented). The method of claim 17 wherein said step of generating video
images further comprises:

generating video images that are an overview of said interactive video game.

24 (previously presented). The method of claim 17 wherein said interactive game is a sports
game.

25 (previously presented). The method of claim 17 wherein said interactive game is a casino
game.

26 (previously presented). The method of claim 17 wherein said interactive game is a game
show game.

27 (currently amended). An interactive game system comprising:

a server that executes an interactive game and that controls play of said interactive game and
produces video images of said game;

a television broadcast system connected to said server that broadcasts a video broadcast
stream containing said video images to a plurality of set top boxes including set top
boxes of at least two players of said interactive game and at least one non-player of
said game, and that broadcasts embedded markup language code, if any, addressed
individually to said set top boxes of at least two players;

a first set top box connected to said television broadcast system that receives said video
broadcast stream and that acquires first markup language code addressed to said first
set top box wherein said first markup language code is embedded in said video
broadcast stream and provides a first user interface for a first player;

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a second set top box connected to said television broadcast system that receives said video

stream and that acquires second markup language code addressed to said second set

top box wherein said second markup language code is embedded in said video

broadcast stream and provides a second user interface for a second player; and

a third set top box connected to said broadcast system that receives said video stream and

that outputs said video images to a display device of at least one viewer that does not

participate in said game[[.]]_,_

wherein at least one of the first and second players for the interactive game is selected based

on at least one player-defined parameter.

28 (currently amended). The interactive game system of claim 27 wherein said first markup

language code is ~~HTML~~ HyperText Markup Language (HTML) code.

29 (currently amended). The interactive game system of claim 27 further comprising:

second video images that are combined with said video images and said embedded data, if

any, to create said video stream.

30 (currently amended). The interactive game system of claim 27 further comprising:

a network that communicates an input received from said first player at said first set top box

to said server.

31 (currently amended). The interactive game system of claim 30 wherein said network

comprises a back-channel in said broadcast system.

32 (currently amended). The interactive game system of claim 30 wherein said network

comprises a connection to the Internet.

33 (currently amended). The interactive game system of claim 27 wherein said first markup

language code further comprises:

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code that displays a user interface in a first portion of a display screen and that displays said

video images in a second portion of said display screen.

34 (currently amended). The interactive game system of claim 27 wherein said first markup language code further comprises:

code that produces a first graphical image of said game in said first set top box.

35 (currently amended). The interactive game system of claim 34 wherein said second markup language code further comprises:

code that produces a second graphical image that differs from said first graphical image of said game in said second set top box.

36 (previously presented). The interactive game system of claim 27 wherein said interactive game is a sports game.

37 (previously presented). The interactive game system of claim 27 wherein said interactive game is a casino game.

38 (previously presented). The interactive game system of claim 27 wherein said interactive game is a game show game.

39 (currently amended). An interactive game system for playing an interactive game between at least two players of said interactive game on a broadcast television network and broadcasting said interactive game to at least one additional viewer of said interactive game that is not a participant in said game, said system comprising:

first means for running said interactive game and producing video images of said game;

second means for producing a video signal from said video images and embedding markup language code addressed to specific receiving means in said signal, said markup

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language code including code, if any, that is necessary for said players to play said
game;

broadcast television network means for broadcasting said video signal; first receiving means
for receiving said video signal from said broadcast television network means and
acquiring first markup language code addressed to said first receiving means
embedded in said video signal, said first markup language code comprising a user
interface for a first player of said at least two players;

second receiving means for receiving said video signal from said broadcast television
network means and acquiring second program code addressed to said second
receiving means embedded in said video signal, said second markup language code
comprising a user interface for a second player of said at least two players; and

means for selecting at least one of the first and second players for said interactive game
based on at least one player-defined parameter; and

third receiving means for receiving said video signal from said broadcast television network
means and presenting said video images to said at least one additional viewer that is
not a participant in said game.

40 (previously presented). The interactive game system of claim 39 further comprising:
network means that transfer a signal generated in response to an input from said first player
from said first receiving means to said first means.

41 (previously presented). The interactive game system of claim 39 wherein said interactive
game is a sports game.

42 (previously presented). The interactive game system of claim 39 wherein said interactive
game is a casino game.

43 (previously presented). The interactive game system of claim 39 wherein said interactive
game is a game show game.

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44 (new). An interactive game system comprising:

a server that executes an interactive game and that controls play of said interactive game and produces video images of said game;

a television broadcast system connected to said server that broadcasts a video broadcast stream containing said video images to a plurality of set top boxes including set top boxes of at least two players of said interactive game and at least one non-player of said game, and that broadcasts embedded markup language code, if any, addressed individually to said set top boxes of at least two players;

a first set top box connected to said television broadcast system that receives said video broadcast stream and that acquires first markup language code addressed to said first set top box wherein said first markup language code is embedded in said video broadcast stream and provides a first user interface for a first player;

a second set top box connected to said television broadcast system that receives said video stream and that acquires second markup language code addressed to said second set top box wherein said second markup language code is embedded in said video broadcast stream and provides a second user interface for a second player; and

a third set top box connected to said broadcast system that receives said video stream and that outputs said video images to a display device of at least one viewer that does not participate in said game,

wherein the registration of at least one of the first and second players is solicited through an advertisement.

45 (new). The method of claim 17 wherein the step of selecting at least one of the first and second players further comprises the step of ranking players based upon the at least one player-defined parameter.

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46 (new). The method of claim 17 wherein the at least one player-defined parameter is stored in a database and comprises at least one variable set by the first or second player.

47 (new). The method of claim 17 wherein the at least one player-defined parameter is selected from the group consisting of the level of difficulty for the game, a ranking of the first or second player, previous experience with the game, and a self-ranking evaluation.

48 (new). The system of claim 27 wherein the selection of the first or second players is based on a ranking according to the at least one player-defined parameter.

49 (new). The system of claim 27 wherein the at least one player-defined parameter is stored in a database and comprises at least one variable set by the first or second player.

50 (new). The system of claim 27 wherein the at least one player-defined parameter is selected from the group consisting of the level of difficulty for the game, a ranking of the first or second player, previous experience with the game, and a self-ranking evaluation.

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